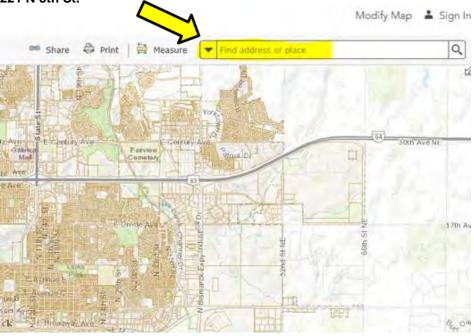
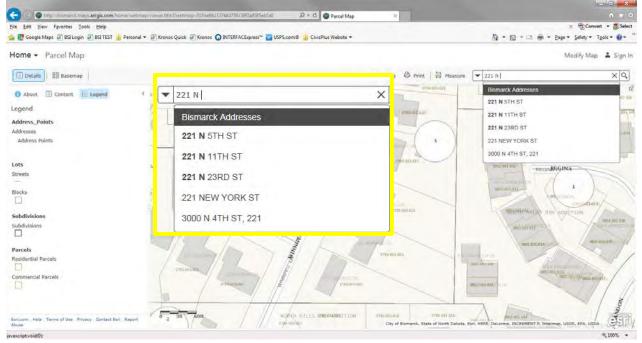
The **Property Search** tool located on the **Property Assessment / Information** page of Bismarck's webpage has a new look. You will now be linked to the interactive parcel map to get available property information which includes general building and site information, ownership, market value, legal descriptions, and special assessment information. WEB BROWSER NOTE: Google Chrome works best to view the interactive parcel map.

Use the following as a guide on how to use the page:

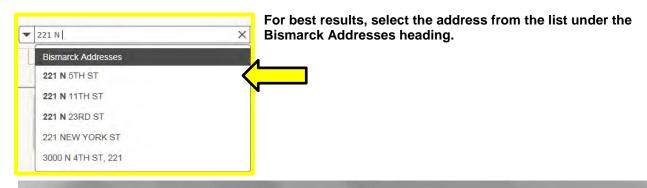
Enter a parcel number or the property address in the search box (highlighted in yellow below) on the interactive parcel map. You may also use part of the address. In our example we are using 221 N 5th St.

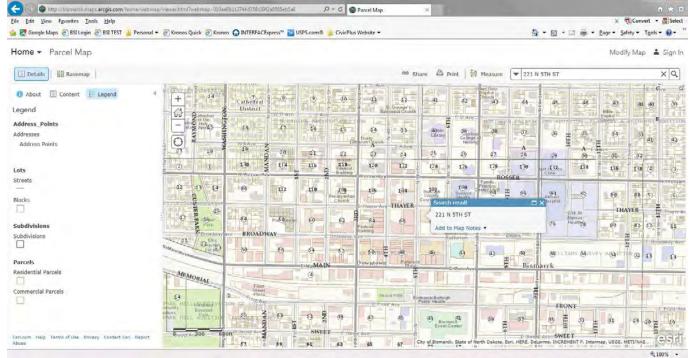


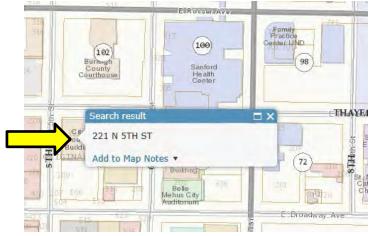
If you don't see your address, add more of the address i.e., 221 (space) N (space) 5TH and the list of options will continue to expand.)



Select the address that you want from the list and the map will take you to that area on the map. It will also open a pop-up result box with a blue colored heading.



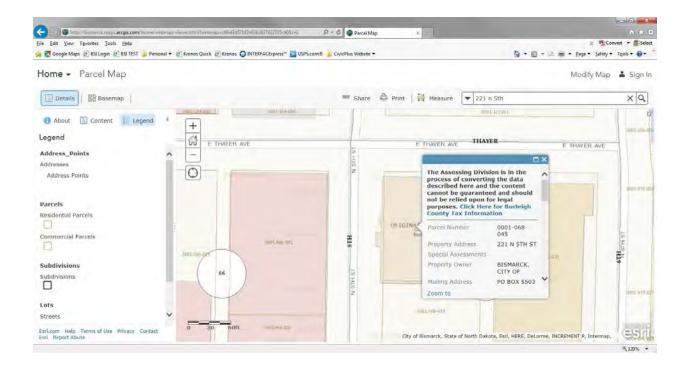




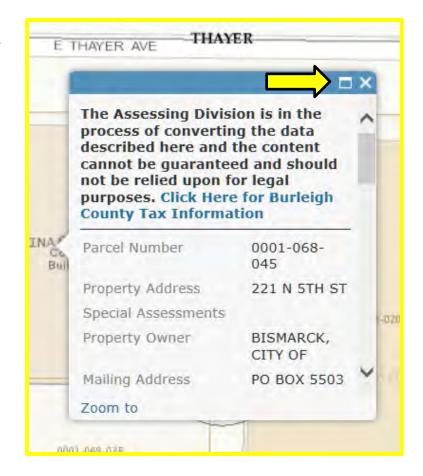
You will need to click into the map point (the point of the result pop-up box with the blue heading) in order to load and view the property information. You can zoom in to the area on the map if you get more than 1 result.

You can zoom in using the scroll button on your mouse or find the buttons on your screen.

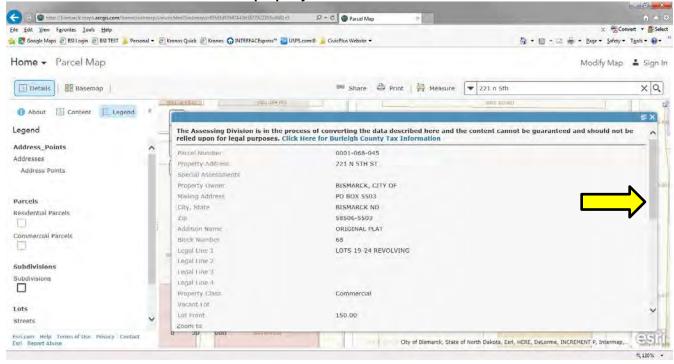
W



Click the little window in the blue colored heading to expand the data.



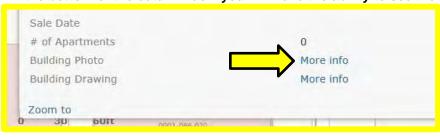
Use the scroll bar to view the available property information.





There is a link that will take you to the special assessment information.

At the bottom of the data window you will have the ability to see the photo and the drawing.



You may see a thumbnail of each, and you can also click on the link of each of these to view a larger image.

If you are using the Google Chrome browser, you can highlight the text in the pop-up box and then right-click, then choose Print (rather than pasting this into another program to print).

